FINISH BIRD FEEDERS AND PROGRAMMING

Grade K-8

FINISH BUILDING BIRD FEEDERS AND PROGRAMMING

K-8 Students will finish, fill, and hang their bird feeders

4-8 Students will program their robots

AHOJ!

5 min

Ahoj is Slovak for hello! (Pronounced Ah-hoy)

Greet your students. Be friendly. Use their name, ask a question, give a high five, or thumbs-up! Take roll. Mark down which students took a snack and tally how many snacks were given out.

SNACK/FREEPLAY

30 min

Enjoy Free Play:

Students will have their snack and enjoy time to free play.

STORY TIME

15 min

Read the story:

Read the story of the day. Older students may choose to read their own books.

STEM TIME

50 min

K-8 Materials:

- Recyclable materials (milk jugs, toilet paper tubes, small boxes, straws, chopsticks, string and more)
- Scissors
- Glue
- Tape
- Coloring utensils, paint, and paper for decorating
- String

4-8 Materials:

- Chromebooks
- Robots
- Legos

Grades K-8: Finish Bird Feeders

Students will finish, fill, and hang their bird feeders! They may paint or color the bird feeders. Add string to get it ready to be hung. The students will get to fill their bird feeders with a small amount of bird seed, and then decide where they would like to hang it. Hang the feeders around the school.

Grades 4-8: Program Your Robot

Instructions:

STEM Coaches will go to the portal and help students with the next Edison programming lesson they are on. Students may choose to build a Lego creation on top of their robots.

Link to portal: https://www.stemexpandedlearning.com/robotics

SPORTS/GAMES

25 min

Materials:

- Cones
- Soft foam balls

Robot Tag

Instructions- In this game of tag there are good and bad robots. Choose a handful of players to be the bad robots. They will be the taggers. Each tagger will get a soft foam ball to tag with. Have the good robots spread out within the play area. Set up an out-zone in the middle of the play area by forming a square using cones. This is where the good robots will go when they are tagged. In order to re-enter the game, other good robots can run by and high five the robots in the out-zone. The catch is that only one player can be high fived by a good robot within a 30 second time frame. The game ends when either all the good robots have been tagged, or until a time limit is up. Multiple rounds may be played. Change up the taggers for each round!

HOMEWORK/ FREEPLAY

20 min

Instructions:

Allow your students some homework time. If they need help let them know you can help them. If they do not have any homework they can have some reading time, or they can have free time to go outside and play.

CLEAN UP/ DISMISSAL

5 min

Clean up/pack up/dismissal

Clean up, pack up and practice lining up.